

BATTLETECH™

MISSIONS



Callsign: Tomorrow **Name:** Melinda Archer **Faction:** Federated Suns

Mech: Valkyrie VLK-QA **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

Tactical Genius: Your team wins initiative ties. Additionally, once per scenario you make any teammate's place in initiative if using random initiative, or if they are forced to move due to an enemy PSA.

Call them Out: At the beginning of any initiative phase, you may force a specific enemy unit that has not already moved to move that phase. Usable three times per scenario, but only once per turn.

Cluster Hitter: Apply a +2 bonus to cluster rolls

Nice Grouping: After rolling the first location for a cluster weapon, you may choose to cluster the remaining damage groups. Roll 2d6. On a 6, 7 or 8, all remaining damage is applied to the first location. Otherwise, resolve remaining damage normally.



Background: Melinda Archer ("Tomorrow") was born on the Federated Suns world of Shoreham on the Capellan border. She followed in her father's footsteps, piloting the family VLK-QA Valkyrie ("Shorty") for the Shoreham militia. She was briefly thrust into the limelight after a raid by the Capellan Confederation in 3021, when she basically single-handedly fought off an entire company of Liao troops. She was immediately selected for Officer training, but quickly washed out when she was unable to reproduce that phenomenal bit of piloting.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Valkyrie VLK-QA

Movement Points: 5
 Walking: 5
 Running: 8
 Jumping: 5

Tonnage: 30
 Tech Base: Inner Sphere (Intro)
 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

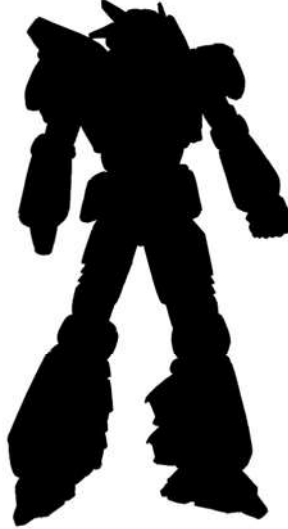
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/MSL [M.C.S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

Cost: BV: 723 Adj: 954

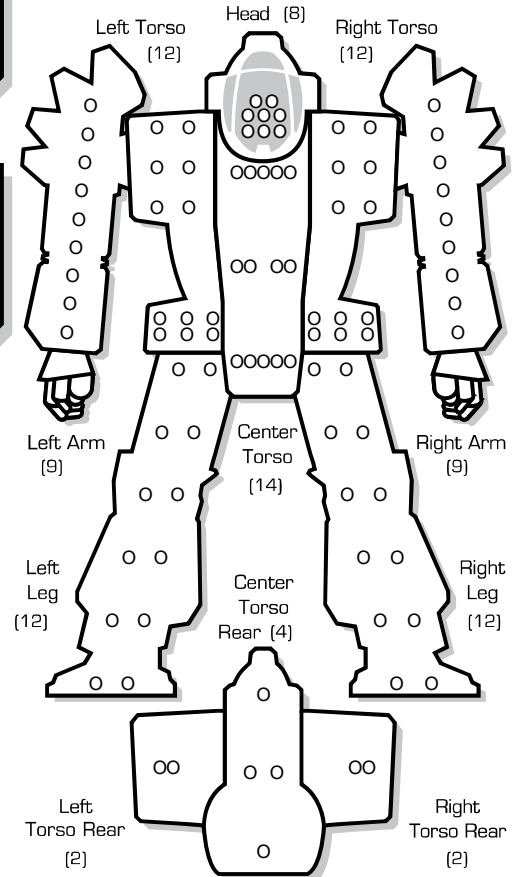
WARRIOR DATA

Name: Tomorrow
 Gunnery Skill: 3 Piloting Skill: 4

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
 - Heat Sink
 - LRM 10
 - LRM 10
 - Roll Again
 - Roll Again
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Jump Jet
- 4-6

Right Torso

- Heat Sink
 - Heat Sink
 - Ammo (LRM 10) 12
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

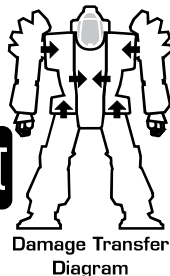
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

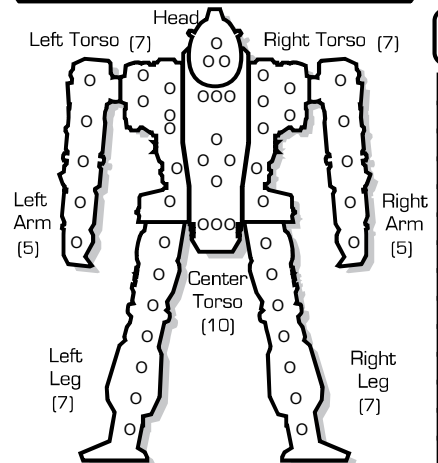
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet
- 4-6

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet
- 4-6



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11)
30	Shutdown	Single ○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale
 Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
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19*
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3
2
1
0